

### *Supplemental Examiner Amendment*

Claim 1 (Currently Amended) A system for managing software components in a distributed computing environment, the system comprising:

a distributed tracking system for tracking when a software component changes state and for providing a state change notification of a change in state of the tracked software component; and

a property notification system for providing a property notification to the software component when a property of another software component is set wherein software components of the system use services of both the tracking system and the property notification system;

wherein said tracking includes:

receiving by the system a request from a client to track a state of the object;

watching the state of the object to detect when the object enters the up state and when the object enters the up state, first performing at least one behavior that is specified by the client to be performed when the object enters the up state and when the object is in the up state, monitoring the state of the object by the system to detect when the object enters the down state; and

monitoring the state of the object to detect when the object enters the down state, and when the object enters the down state, second performing at least one behavior that is specified by the client to be performed when the object enters the down state.

Claim 5 (Currently Amended) A system for managing software components in a distributed computing environment, the system comprising:

a distributed tracking system for tracking when a software component changes state and for providing a state change notification of a change in state of the tracked software component; and

an event notification system for providing an event notification to the software component when another software component generates an event, wherein software components of the system use the services of the tracking system and the event notification system;

wherein said tracking includes:

receiving by the system a request from a client to track a state of the object;

watching the state of the object to detect when the object enters the up state and when the object enters the up state, first performing at least one behavior that is specified by the client to be performed when the object enters the up state and when the object is in the up state, monitoring the state of the object by the system to detect when the object enters the down state; and

monitoring the state of the object to detect when the object enters the down state, and when the object enters the down state, second performing at least one behavior that is specified by the client to be performed when the object enters the down state.

Claim 8 (Currently Amended) In a system for a distributed computing environment, wherein the system includes a communications bus, a bus manager having at least one bus management component, at least one server node and at least one client node, wherein said at least one server node, said at least one client node and said at least one bus management component are interconnected via said communications bus, and wherein each of said at least one client node includes at least one client resource for requesting notification when at least one of an event is generated, a server resource of said at least one server node changes state or a server resource of said at least one server node changes a property, a method for managing resources of the system, comprising:

- via a distributed tracking system, tracking when a software component changes state and providing a state change notification of a change in state of the tracked software component; and
- providing a property notification to the software component when a property of at least one of the software component and another software component is set;

wherein said tracking includes:

- receiving by the system a request from a client to track a state of the object;
- watching the state of the object to detect when the object enters the up state and when the object enters the up state, first performing at least one behavior that is specified by the client to be performed when the object enters the up state and when the object is in the up state, monitoring the state of the object by the system to detect when the object enters the down state; and

monitoring the state of the object to detect when the object enters the down state, and when the object enters the down state, second performing at least one behavior that is specified by the client to be performed when the object enters the down state.

Claim 10      Canceled